THE Print Shop COMPANION™

Reference Manual

For the Atari

Broderbund Software®

THE PRINT SHOP COMPANION

Programming: Roland Gustafsson

Design Team: Roland Gustafsson
Richard Whittaker
Ann E. Kronen
David Balsam

Product Manager: Ann E. Kronen

Graphics: Michelle McBride
Martin Kahn
Sheryl J. Tonkinson
Gail D. Bales
Noreen Strehlow

Manual by: Shan Finney Holmes
Susan Meyers
Connie Villec-Nemmers

With Thanks to: Mike Gustafsson,
Corey Kosak and
Tina Ruppelt

Copyright 1985, 1986 Brøderbund Software, Inc.

Brøderbund Software
17 Paul Drive
San Rafael, California 94903-2101
415-479-1170

Atari and KoalaPad are registered trademarks of Atari Corporation and Koala Technologies Corporation, respectively.

3861-0

CONTENTS

INTRODUCTION
- Using This Manual

Section 1 **GETTING STARTED** 5
- What You Will Need
- Starting the Program
- System Setup

Section 2 **USING THE PRINT SHOP COMPANION** 7
- Overview
- Selecting Menu Items
- Freehand Drawing
- Companion Commands

Section 3 **THE GRAPHIC EDITOR +** 11
- Using the Graphic Editor +
- Graphic Editor + Commands
  - Capturing Graphics from Screen Magic Files
  - Getting and Assembling Numbers
- Things to Try

Section 4 **THE BORDER EDITOR** 18
- Using the Border Editor
- Border Editor Commands
- Examples

Section 5 **THE FONT EDITOR** 21
- Using the Font Editor
- Things To Try

Section 6 **TILE MAGIC** 26
- Using Tile Magic
- Things to Try

Section 7 **CREATURE MAKER** 27
- Using Creature Maker
- Things to Try

Section 8 **CALENDAR** 29
- Designing Your Calendar
- Printing Your Calendar
- Saving and Revising Your Calendar
- Things to Try

Section 9 **ADDITIONAL EXAMPLES** 32

WARRANTY INFORMATION 35

BACKUP DISK INFORMATION 36

INTRODUCTION

The Print Shop Companion is the perfect partner to The Print Shop. Easy-to-use, foolproof and fun, it expands your Print Shop's capabilities, giving you a powerful new set of design tools as well as a wide range of new graphic elements. Included are 12 new fonts and 50 new borders, all ready to use with your original Print Shop, which the Companion will update to accept fonts and borders from "other" disks. And that's just the beginning. With the Companion, you'll have the ability to create original borders and fonts, design sophisticated graphics quickly and easily, generate thousands of unique background tiles, print custom calendars, and create a gallery of zany creatures in almost no time at all. You'll do all this and more using the original Print Shop and The Print Shop Companion's new and exciting features.

USING THIS MANUAL

This manual is your complete reference to The Print Shop Companion's capabilities.

The first section, "Getting Started," tells you how to start the Companion and set it up to work with your printer and your Print Shop disk. Complete the "Setup" operations before you start using the Companion.

The next section, "Using The Print Shop Companion," describes routine operations, such as how to move the cursor and make menu selections. It also explains basic commands used throughout the Companion.

The next six sections guide you through each of the Companion's modes — from the powerful Graphic Editor+ to the Calendar and Creature Maker. Read these sections to find out what you can do in each mode and how to do it.

Throughout the manual you'll find examples and suggestions for ways the Companion can be used to produce striking new graphics. Experiment on your own and see what you can come up with. It won't be long before you're creating original designs to rival or surpass those shown in this manual.

1. GETTING STARTED

WHAT YOU WILL NEED

- Atari computer with at least 64K memory (as listed on The Print Shop Companion package)
- Disk Drive
- TV or monitor
- Printer and printer interface (as listed on The Print Shop package)
- The Print Shop
- Pinfeed paper
- Blank disk for saving what you create

Optional:

- Joystick, KoalaPad or Atari Touch Tablet
- Colored pinfeed paper
- Colored ribbons

STARTING THE PROGRAM

Insert The Print Shop Companion disk into the disk drive label side up. Turn on your monitor, turn on your printer, turn on your interface and turn on your disk drive. Then turn on your computer. When the Main Menu appears, the Companion is ready to use.

Note: Before you use the Companion for the first time, you MUST complete the "System Setup" operation described below.

Note also: Remove all cartridges from the computer before starting the program. If a cartridge is left in the cartridge slot, The Print Shop Companion program will not run properly.

SYSTEM SETUP

In order for The Companion to work with your particular printer, your original Print Shop disk must first be set up to work with your system. If you have purchased the Companion with The Print Shop, you must complete setup on The Print Shop before you begin setting up the Companion.

The first time you start up the Companion program you will see the Companion's Main Menu. "SETUP" will be highlighted. Press RETURN to enter the setup mode. You will be guided through a series of steps that will, first, update your Print Shop disk so that it can recognize borders and fonts from the Companion, and second, copy the setup information from your Print Shop disk onto your Companion disk.

Follow the on-screen instructions. When the red disk drive light goes off, the system setup procedure is complete and you will be returned to the Companion's Main Menu. At this point, it's a good idea to place a write-protect label over the notch on your Companion and Print Shop disks. Insert the Companion disk into the drive and you're ready to begin.

Note: You must go through the entire setup procedure. If for any reason, you press ESC after only part of the procedure has been completed, you will be returned to the Setup Menu. From there, you will have to start the setup procedure all over before going on.

The setup procedure may not work successfully if your disk drive's speed is out of adjustment. If "Setup" fails repeatedly, have your disk drive speed checked by an authorized service person. Note also that the Companion will not setup successfully with unauthorized copies of The Print Shop.

2. USING THE PRINT SHOP COMPANION

OVERVIEW



The Print Shop Companion is as easy-to-use as the original Print Shop, yet it offers a new range of creative opportunities. You begin at the Main Menu from which you select each of the Companion's modes.

The three graphic editors — the Graphic Editor+, the Border Editor, and the Font Editor — allow you a maximum of creative flexibility. Using these editors, you'll be able to design entirely new Print Shop creations by altering existing graphics, fonts, and borders that you get from The Print Shop, the Companion, or from various Print Shop Graphics Library disks. Your work is made easy by features that allow you to create mirror images, draw shapes automatically, and fill areas with patterns at the touch of a key.

Within the Graphic Editor+, a special feature lets you superimpose and combine regular graphics and use the new numeric graphics on the Companion disk.

Also included on the Companion disk are 12 new fonts and 50 new borders. The 50 borders as well as 24 numeric graphics are on Side A. The fonts plus a bonus collection of 20 of your favorite Brøderbund graphics — everything from Captain Goodnight to the Lode Runner Commando — are on Side B. The enclosed reference card tells you how to use The Print Shop Companion as a "Graphics Library" disk and shows you the new fonts and borders that are available.

Tile Magic and Creature Maker provide you with an array of tile patterns and zany creatures that can be brought into the Graphic Editor+ and altered or embellished, then saved for later use in your Print Shop projects.

The Calendar feature lets you design and print out weekly and monthly calendars using graphics and fonts of your choice.

All of the graphics, fonts, and borders you design can be saved. This means that you can create your own library of original graphics to call upon whenever you use The Print Shop. Your greeting cards, letterhead, banners, calendars, and signs will bear the stamp of your own originality. Once you start using the Companion, your Print Shop creations will truly be one-of-a-kind.

SELECTING MENU ITEMS

Select menu items just as you do with The Print Shop. To make a selection, simply highlight your choice and press RETURN. To back up a step, press ESC. You can move the highlighter to select menu items using keyboard, joystick, KoalaPad or Atari Touch Tablet. Your KoalaPad, joystick or Atari Touch Tablet must be plugged into Control Port 1. The buttons on the joystick, KoalaPad or Touch Tablet can be used instead of RETURN.

EXIT COMPANION

You can stop using the Companion and start using another program, without turning off your computer, by selecting "EXIT PROGRAM" from the Main Menu. To use this feature, simply highlight "EXIT PROGRAM", press RETURN, and insert the disk you wish to boot.

FREEHAND DRAWING

The Companion's editors let you draw either continuous lines or one dot at a time. How you draw depends on the device you are using.

Using Keyboard



To draw or erase one dot at a time move the cursor by pressing the arrow keys or the following letter keys to move the cursor.

I – Moves the cursor up one dot.
M–Moves the cursor down one dot.
J – Moves the cursor left one dot.
K – Moves the cursor right one dot.

When you want to draw a dot, press D. To erase a dot, press E. To draw or erase a continuous line, see the CTRL-L paragraph in this section.

Using Joystick, KoalaPad or Atari Touch Tablet

When using an input device such as a joystick, KoalaPad or Atari Touch Tablet plugged into Control Port 1, you can draw either in black or in white. If you start drawing on a white dot, the Companion will draw in black. If you start drawing on a black dot, it will draw in white. To erase something you've drawn, all you need to do is draw over it.

To draw or erase one dot at a time, use your input device to position the cursor. Then press the button. (On your KoalaPad or Atari Touch Tablet either button will work.) To draw or erase continuously, hold down the button as you move the cursor.

CTRL-L Lock

Press CTRL-L to temporarily "lock" the program into a specified drawing mode: continuous drawing or erasing when using the keyboard, or straight horizontal or vertical lines when using a joystick, Touch Tablet or KoalaPad. When the Lock mode is engaged a "lock" icon appears in the upper right-hand corner of the screen.

When drawing with the keyboard, CTRL-L makes continuous drawing (or erasing) as easy as moving the cursor. Simply position the cursor where you want to begin. Then press CTRL-L for lock and D to draw or E to erase, and move the cursor.

If you are using a joystick, KoalaPad or Touch Tablet, use CTRL-L to draw straight lines horizontally or vertically. Simply press CTRL-L for lock, then move the cursor to where you want your line to begin. Press any button on your joystick, KoalaPad or Touch Tablet and, holding the button down, move the cursor horizontally or vertically. To end the line, release the button.

To leave the Lock mode, press CTRL-L again. **Note: The Lock mode will also end if you press any key except D, E or any of the cursor movement keys.**

COMPANION COMMANDS

Many of the Companion's commands are identical to those you have been using in The Print Shop. Others perform all-new operations. Commands that are specific to the Companion's various modes — Graphic Editor+, Font Editor, Border Editor, Tile Magic, Creature Maker, and Calendar — are discussed in the sections that follow. General commands, both new and old, that are used in most of the Companion's modes are described here. Turn to this section for quick reference if you get stuck.

Note: These commands can be used in any mode where they are listed on the menus. If a command is not listed on any of the menus, it does not apply and cannot be used in that mode.

Scrolling



Scroll to move the image you are working on up, down, or across the screen. The scroll keys are:

W–Moves the image up one row.
Z –Moves the image down one row.
A –Moves the image left one column.
S –Moves the image right one column.

U Undo

To undo the last thing you did, press U. Your last line, pattern, or editing move will disappear. Everything else will stay the same. You can even undo an Undo!

CTRL-S Save

Lets you save the graphics, borders, and fonts you create to a separate data disk. When you select CTRL-S, you will be asked if you need to initialize a disk. If you are using a new, blank disk, select "Yes." Follow the instructions on the screen. If you are using a disk on which you have already saved Print Shop or Print Shop Companion designs or other important data that you don't want to lose, select "No." Initializing erases everything on a disk.

Next you will be asked to enter the name of your graphic, border or font. Be sure to use a different name for each creation that you save. Borders, fonts and calendars can have as many as 12 characters in their file names, while graphics can have as many as 15 characters. Type the name, then press RETURN. Your graphic is now stored on your data disk.

CTRL-G Get

Lets you retrieve a graphic, border, or font from a disk. Press CTRL-G and follow the on-screen prompts.

Note: The GET command in the Graphic Editor + has several special features. See Section 3, "The Graphic Editor +," for a complete discussion.

CTRL-P Print

Lets you print the graphic or design displayed on the screen. To print, first make sure your printer is ready. Press CTRL-P, then press RETURN.

CTRL-C Clear

Erases everything in the editing window. To clear, press CTRL-C. Then press RETURN. The editing window will clear. If you change your mind, press U (Undo) and the image you just erased will re-appear.

CTRL-D Device

Lets the program recognize a joystick, KoalaPad or Atari Touch Tablet plugged into an exterior port *after* the program was started. To use, simply plug the device into Control Port 1 and press CTRL-D.

CTRL-Q Quit

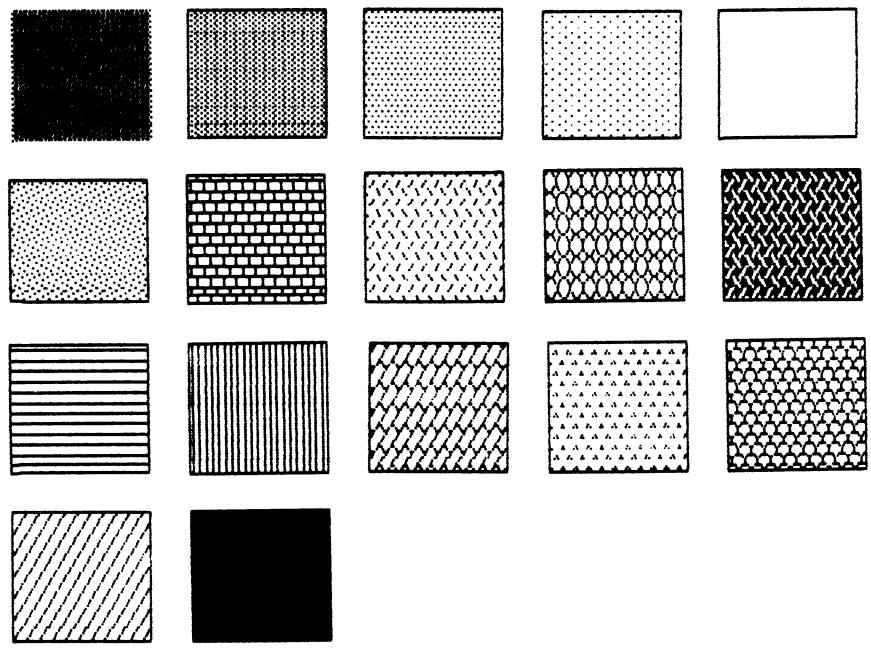
Lets you exit the editor that you are in and return to the Main Menu. After pressing CTRL-Q, you will be asked to press RETURN to confirm that you really want to quit. Make sure you have saved any work you want to keep. Work that is not saved will be lost when you return to the Main Menu. At this point, press RETURN to confirm that you want to quit. If you change your mind, press ESC to go back.

P Pattern

P lets you select a pattern to "flood fill" into a section of the screen. There are 17 patterns, including all black and all white, to give you a variety of shades and textures.

- Press P to view each pattern in turn. When you see the one you want, leave it displayed in the pattern box.
- Move the cursor to the area you want to flood. Press F (Flood Fill) to fill in the pattern.

Note: If the area to be flood filled is not entirely enclosed by an unbroken line, the fill will "leak" out into adjacent areas. If this happens, press U (for Undo), close up the "leak," and try again.



F Flood Fill

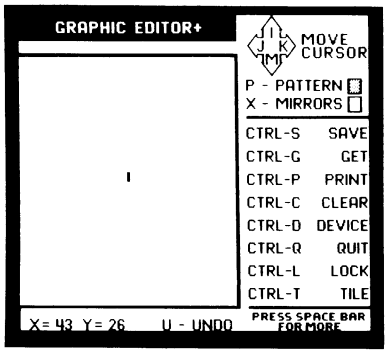
Lets you fill an area of your graphic with a pattern. The area you fill must be surrounded by a solid line. Otherwise, the "flood" will leak through the cracks and fill the surrounding areas.

- Press P to select a pattern.
- Place the cursor inside the area to be flooded, then press F for Flood Fill.
- If you don't like the result, press U for Undo. Select another pattern and try again.

DRAW FLOOD



3. THE GRAPHIC EDITOR+



The Companion's Graphic Editor+ gives you a powerful set of tools for modifying Print Shop or other graphics, as well as for creating your own original graphics from scratch. Its 18 new tools and drawing aids will save you time and greatly enhance your creativity. By saving your finished graphics to disk, you can build your own graphics library to use when you make Print Shop greeting cards, letterhead, calendars, banners and signs.

To start, highlight "GRAPHIC EDITOR+" on the Companion's Main Menu, then press RETURN.

USING THE GRAPHIC EDITOR+

As in the original Print Shop Graphic Editor, the large box at the left-hand side of the screen is the editing window. This is where you'll work on the graphics you edit or create. Since the best way to learn is by doing, it's a good idea to try things out as you read through the following material. You'll be amazed at all the things you can do with the Graphic Editor+ and you'll be pleasantly surprised by how quickly you learn to do them.

X and Y Coordinates

Beneath the editing window you'll see X and Y coordinates. X gives the number of the column (the vertical line) where the cursor is positioned. Y gives the number of the row (the horizontal line). The coordinate display will change as you move the cursor. You can use these numbers as a reference to help you to center shapes, draw lines, and lay out designs.

Menus

At the right-hand side of the screen is the first of four menus of keyboard commands. To see each menu in turn, press the space bar. Look through the menus to find the command you want, then enter the command. If you already know the command, just go ahead and enter it. **The menu in which a command appears does not have to be on the screen when you use the command.**

GRAPHIC EDITOR+ COMMANDS

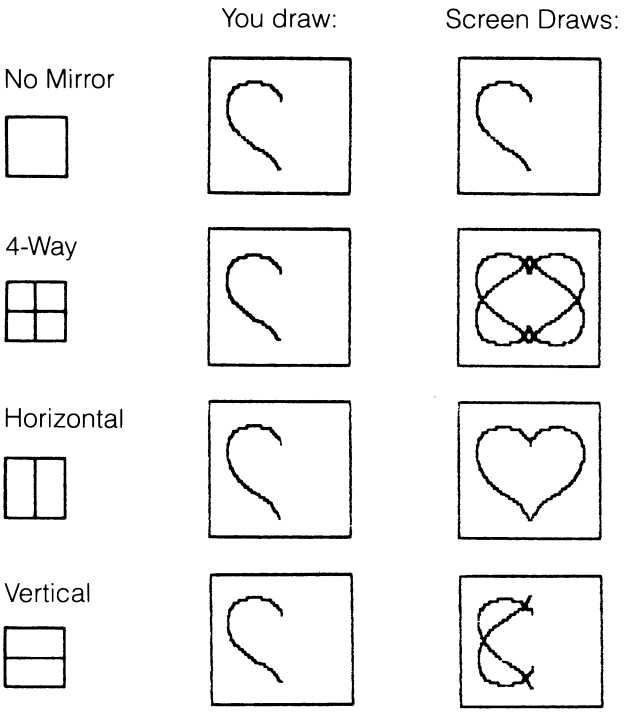
Create or alter graphics by using the simple commands explained in Section 2, "Using The Print Shop Companion," as well as those described here.

X Mirrors

X commands the computer to draw a mirror image as you make your freehand drawing. You can use this command to draw a perfect heart, lay out a grid, or design a geometric tile. There are four mirror modes (one of which is "No Mirror").

- Press X to view the modes. When you see the one you want, leave it displayed in the mirror box. Then start drawing.
- To cancel a mirror mode, press X until the mirror box is blank.

Here's what the four mirror modes do:



CTRL-G Get

The Graphic Editor + 's CTRL-G command lets you get a graphic from The Print Shop disk, from the Companion disk, from another disk (such as a Graphic Library disk or your own data disk) or from a Screen Magic File. To get graphics from the Companion, The Print Shop or From Other Disk, just press CTRL-G and follow the on-screen prompts. To get graphics from a Screen Magic file, follow the procedure outlined below.

Capturing Graphics From Screen Magic Files:

To capture a graphic from a Print Shop Screen Magic file, select "From Screen Magic File." Follow the prompts which tell you to insert your data disk containing screen files. You can press RETURN to see a list of the screens contained on the disk. Type in the name of the screen you want to get.

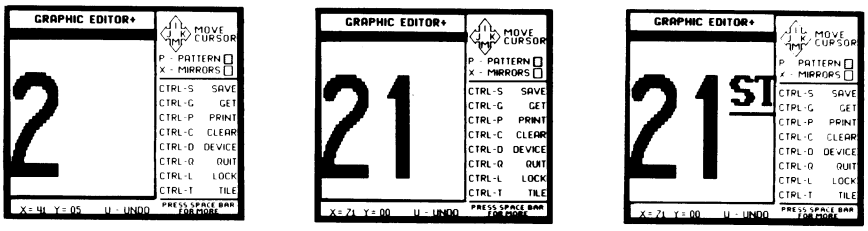
When your selection appears, capture a graphic by using the arrow keys or your drawing device to move the flashing box until it surrounds the graphic. Press RETURN to bring the graphic into the editing window of the Graphic Editor + where you can enhance it anyway you want. When you're done, you can save the image to use as a Print Shop graphic.

Getting and Assembling Numbers:

An added feature of the Companion is the ability to get and assemble numbers to be used as graphics. Side A of the Companion contains 24 numeric and ordinal symbols. You can use these to assemble numbers from 0 to 99 and ordinals from 1st to 99th. After assembling a number, you can add your own original embellishments, then save it to disk to use as a Print Shop graphic. Print it large on a sign or banner, or use it as a tile pattern or graphic on a birthday card.

You'll get numbers from the disk in three parts: a left-hand numeral — L0 to L9; a right-hand numeral — R0 to R9; and an ordinal symbol — ST, ND, RD, TH.

In this example, you'll see how to assemble the ordinal "21st."



- First, get the left-hand numeral. Press CTRL-G. When you're asked where you want to get the graphic from, select "From Companion Disk." Type in the file name, L2. Press RETURN. The "2" will appear in the left-hand position of the editing window.
- Next, get the right-hand numeral. Press CTRL-G. Select "From Companion Disk." Type R1 and press RETURN. Now you'll be asked if you want to "superimpose" (that is, to add this graphic to the one that is already in the editing window). Answer "yes." The "1" will appear to the right of the "2" in the editing window.
- Then, repeat the same steps to get the ordinal symbol. When you're asked to type the name of the graphic, type ST and press RETURN.

You can get single or double digit numbers (2 or 21, for example) simply by following the first, or the first and second steps outlined above.

CTRL-T Tile

Lets you view the graphic currently in the editing window displayed as a tile pattern. This feature is especially useful when you are working to create a tile pattern and want to know if the various elements of the tile sections will match up. It's also handy for seeing how any graphic will look if printed as a tile pattern on a greeting card or sign.

1 Insert Row

Lets you insert a blank row. Use this command for such things as slicing a circle in half to create space for text, or to divide the drawing area into pattern-filled sections.

- Put the cursor where you want to insert a row, then press 1.

2 Delete Row

Lets you delete a row. Try using this command to shorten an image, such as a picture of a monkey, or to make a circle into an oval. You can also use it to remove blank rows you have inserted.

- Put the cursor in the row you want to delete, then press 2.

3 Insert Column



Lets you insert a blank column. With this command, you can break a heart with a single keystroke!

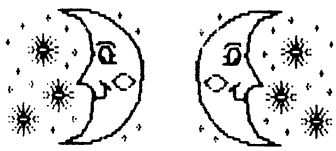
- Put the cursor where you want to insert the column, then press 3.

4 Delete Column

Lets you delete a column. Use it to mend a broken heart or to make skinny letters.

- Put the cursor in the column you want to delete, then press 4.

H Flip Horizontal



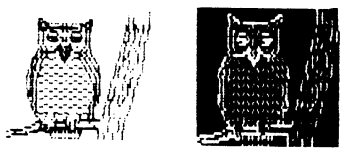
Press H to flip a graphic from side-to-side. Press H again to flip it back.

V Flip Vertical



Press V to flip a graphic from top-to-bottom. Press V again to flip it back.

N Negative



Lets you turn black to white and white to black. This command is especially useful when you capture white on black graphics from games or other programs. To make a captured graphic (such as the helicopter from Choplifter) black against a white background, press N.

Using N when drawing shapes:

In most cases, the N command reverses the entire graphic from black to white or white to black. But when you are drawing shapes (lines, rays, boxes, and ovals) you have the option of reversing the shape alone. To do this:

- Type the shape command. Start drawing. Then, press N.
- The shape will be reversed from black to white or white to black. Press N to reverse it back.
- When you're done, press RETURN to pin down the shape as you've drawn it.

Note: If you start to draw a line, ray, box or oval and nothing appears on the screen, you may be drawing white-on-white or black-on-black. Press N, then try again.

L Lines

Lets you draw a straight line in any direction.

- Position the cursor where you want to begin. Press L. Move the cursor.
- The line will stretch out behind the cursor. To turn a corner, press RETURN (or the button on your drawing device), then continue drawing.
- To end the line, press RETURN. This will "pin down" the end of the line. Then press ESC.

R Rays Lets you draw many lines from the same starting point.

- Position the cursor where you want to "center" the rays. Press R. Move the cursor.
- The first ray will stretch out behind the cursor. Press RETURN to "pin down" the end of the ray. Move the cursor to draw another ray. Draw as many as you like, pressing RETURN each time you want to end one and begin another.
- To end the ray mode, press ESC.

B Box Lets you draw rectangular boxes and squares of any size you can fit on the screen.

- Position the cursor where you want one corner of a box to begin. Press B. Move the cursor away from the starting point to form one side of the box. Then move the cursor up or down and the rest of the box will appear.
- When the box is the size and shape you want, press RETURN to pin it down.
- Press B again to build more boxes on the screen.

O Oval Lets you draw ovals and circles. You can draw these shapes using the "center" mode or the "box" mode.

To use the center mode:

- Position the cursor where you want the center of the oval or circle to be. Press O. Move the cursor up and down, back and forth until the shape is the way you want it. Then press RETURN.

To use the box mode:

- Imagine that the oval or circle you want to draw is going to be drawn inside a box. Position the cursor in one corner of the imaginary box. Press O twice. Move the cursor away from the starting point. Move it up and down and back and forth until the shape is the way you want it. Press RETURN to pin down the shape.

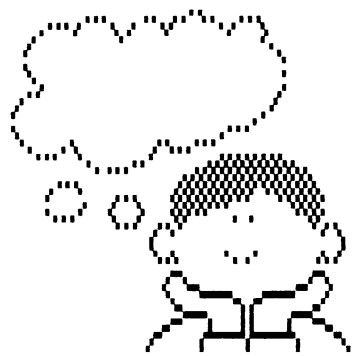
Note: If you have used the "box" mode, the Editor will remain in the box mode until you press O again to return to the "center" mode or CTRL-Q to leave the Editor.

T Text

Lets you type text on the screen. You can type text alone or over an image. Once the text is on the screen you can surround it with a graphic design.

- Put the cursor where you want the text to begin. Press T. Type the text.
- If you make a mistake, press the DELETE/BACKSPACE key to back up, then re-type the text.
- To go to the next line, press RETURN.
- When you're done, press ESC.

Note: If you want black text, be sure to put the cursor on a white dot before you type T for Text.





U Undo

The Companion's Undo command has a special effect when used after a shape command. If you press U for Undo after drawing a shape (a line, ray, box, or oval) the entire shape will be erased. To erase a single ray or part of a line, box or circle, you must use the E (erase) command.

THINGS TO TRY

Mirror Images

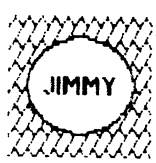
Press X to select vertical mirror mode. Draw one half of a butterfly. Draw spots on the wings and flood them with different patterns.



Press X to select 4-way mirror mode. Draw freehand patterns to use as greeting card tiles.

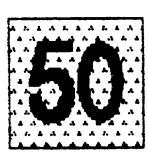
Name Dots

Draw a circle. Type inside the circle. Fill the area outside the circle with a design or pattern. Use the dot as a tiled pattern on a greeting card.



Number Tiles

Get a number. Try moving the number around with the scroll keys. Draw a box around it. Fill the box with a pattern or a freehand design. Reverse the colors with the N command. If you don't like what you see, press U to Undo it, then try something else. When you're done, save your graphic to use as a tile pattern in an anniversary or birthday card.

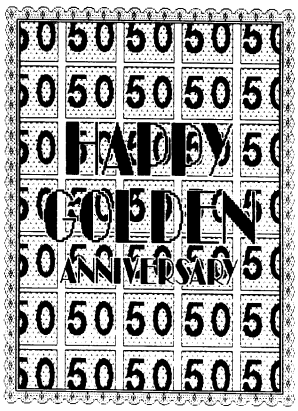


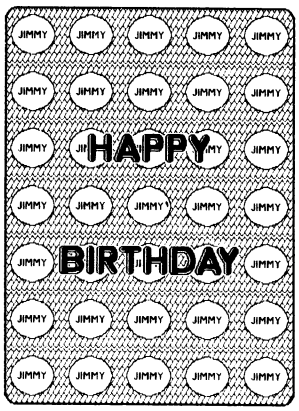




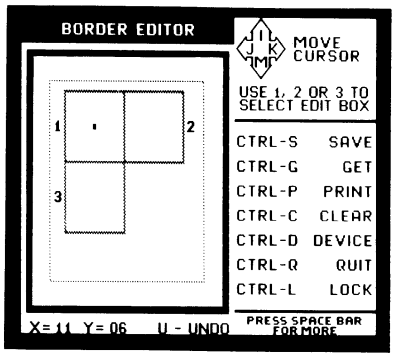
Fireworks

Draw a box. Flood it with black. Put the cursor in the lower part of the box. Press 1 to insert blank rows. Center the cursor in the black area below the blanks. Press R, then draw wide white rays up to the top of the box. Press ESC. Put the cursor in the white space where the rays come together. Press R, then draw black rays through the white ones. Save the graphic and use it to announce an exciting event.





4. THE BORDER EDITOR



The Print Shop Companion brings you 50 exciting new border selections to choose from when using The Print Shop. Simply select "FROM OTHER DISK" when choosing a border for a Print Shop greeting card or sign and then use the Companion disk as a "library disk" of the 50 new borders.

In addition, the Companion's Border Editor lets you create all-new border designs or edit existing designs to give them an original touch. When you finish designing and editing, you can save your borders to use in Print Shop projects. With the Border Editor's quick and easy commands, you'll be able to create exciting new borders faster than we can tell you about them.

To begin, highlight "BORDER EDITOR" on the Main Menu and press RETURN.

USING THE BORDER EDITOR

The box at the left of the screen is the editing window. Inside the window is a large box defined by a dotted line. The area outside this box is the display area. It will display a representation of the entire border as you design it section by section.



Edit Boxes

The editing area contains three edit boxes. You'll use each box to design one section of a border. Box 1 represents the four corners of the border. Box 2 represents the top and bottom. Box 3 represents the sides. The cursor draws within the section in which it appears.

To move the cursor to another edit box, press the box number: "1" for corners, "2" for tops and bottoms, "3" for sides.

X and Y Coordinates

Below the editing window are the X and Y coordinates. These coordinates refer to the box in which the cursor is currently positioned. The X coordinate refers to the number of the vertical column where the cursor is positioned. The Y coordinate refers to the horizontal row. Use the coordinates to center border segments or to align them with each other.

Menus

At the right side of the screen, you'll see the first menu of Border Editor commands. There are a total of four menus. To see the next menu, simply press the space bar. Look through the menus to find the command you need, or if you already know the command, just go ahead and enter it. **The menu in which a command appears does not have to be on the screen when you use the command.**

Drawing

You can draw original borders or edit the borders contained in The Print Shop, a Print Shop Graphics Library disk, The Print Shop Companion, or your own data disks, using keyboard, Atari Touch Tablet or KoalaPad.

To draw, simply move the cursor to the edit box where you want to begin and start drawing. To change edit boxes, press 1, 2, or 3. As you draw, keep an eye on the display area. It will give you an overall view of the border you are creating.

BORDER EDITOR COMMANDS

The Border Editor's first menu lists familiar commands that are used throughout the Companion. They work the same here as they do elsewhere. For details, refer to Section 2, "Using The Print Shop Companion." To get a border to edit, use the GET command. Use the SAVE command to save the borders you create so that you can use them in your Print Shop projects.

Menu 2 lists some familiar commands that work a bit differently in the Border Editor. Instead of affecting the whole editing window, they work in one edit box at a time.

H Flip Horizontal

H flips the current edit box from side-to-side.

- Put the cursor in the box you want to flip, then press H. To flip the box back, press H again.

V Flip Vertical

V flips the current edit box from top-to-bottom.

- Put the cursor in the box you want to flip, and press V. To flip the box back press V again.

N Negative

N changes black to white and white to black.

- Put the cursor in the box you want to change, then press N. Press N again to change the box back.

Menus 3 and 4 list some all-new commands that are unique to the Border Editor. They affect how the three edit box segments will be printed out as a complete border.

B Flip Bottom

B lets you flip the whole bottom section of the border. You can use this feature to make the bottom of the border a mirror image of the top.

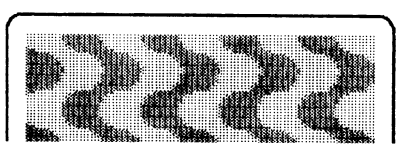
- Press B. Notice how the border at the bottom of the display area changes.
- Press B again to flip the bottom border back.

R Flip Right

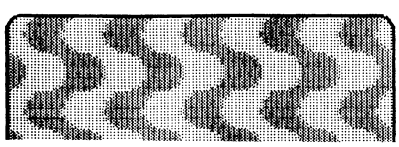
R lets you flip the right side of the border so that it becomes a mirror image of the left side.

- Press R. Notice the change in the border at the right side of the display area.
- Press R again to flip the border back.

T Tile Boundary



BOUNDARY ON



BOUNDARY OFF

T tells The Print Shop how to lay out tiled graphics inside your border. The boundary of the graphic area is either ON or OFF. When it is ON, tiled graphics will be printed only within the box shown on the border layout diagram in Menu 3. When it is OFF, tiled graphics will be printed all the way to the edge of the border you've drawn.

- When you enter the Border Editor, the tile boundary is ON.
- To turn it OFF, press T. Notice the change in the border layout diagram and in the display area of the editing window. The box marking the boundary of the graphic area disappears and a set of arrows appears. These arrows indicate that a tiled graphic contained within the border will extend beyond the normal rectangular boundary when printed and actually fill in up to the contours of the border.
- To turn the boundary back ON, press T again.

Note: When the tile boundary is OFF, make sure that your border sections combine to form a solid line. If the sections don't meet, tiled graphics will leak through the gaps.

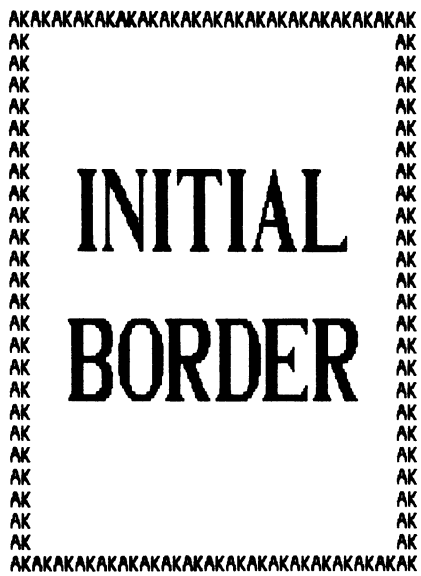
C Copy the Current Edit Box to the Other Edit Boxes

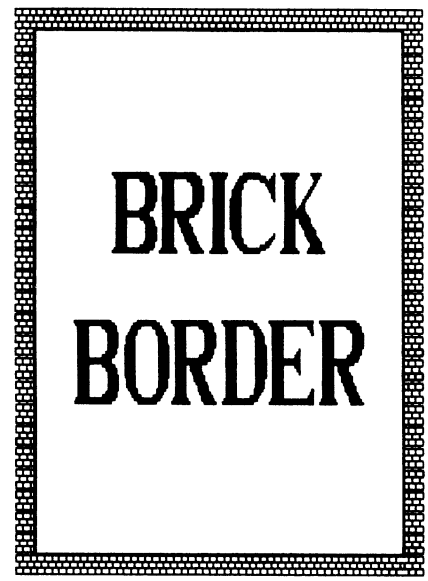
C lets you copy the graphic in the current edit box to the other edit boxes.

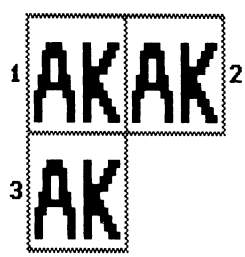
- Put the cursor in the box you want to copy. Press C. If you change your mind, press U for Undo.

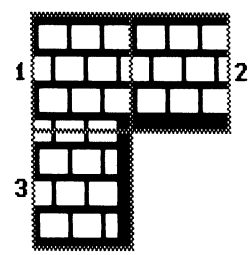
If you want a border with identical sides, top and bottom, but different corner sections, first design the top and bottom in Box 2. Use C to copy the design to the other edit boxes. Then, erase the design in the corner box (Box 1) and draw in a new design.

EXAMPLES OF BORDERS CREATED WITH THE BORDER EDITOR:

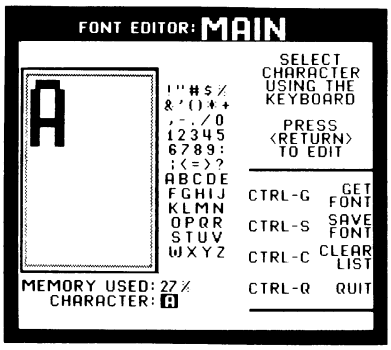








5. THE FONT EDITOR



The Companion's Font Editor lets you create your own personalized fonts — complete sets of type — by editing any of the original Print Shop's eight fonts or the Companion's 12 new font styles. Add your own original touches — a happy face in the middle of an O, a hat on the letter P — then save your fonts to use in Print Shop greeting cards, letterhead, calendars, banners, and signs.

You can also use the 12 new fonts right away — without editing — by selecting "FROM OTHER DISK" when choosing a font in any Print Shop mode. Then, simply use the Companion disk as a library disk of new fonts.

USING THE FONT EDITOR

Creating a personalized font with the Companion's Font Editor is a multiple-step process. First you get a font to work on. Then you select a character from that font to edit. You edit the character and store it temporarily in the computer's memory. You repeat this procedure until you have edited as many characters as you want. When you are finished editing characters, you save the entire font — including all the characters you have edited and stored — to a separate data disk.

If this is your first time using the Font Editor, try going through the process step-by-step as you read. In this way, you'll gain a clear understanding of exactly how the Font Editor works.

To begin, highlight "FONT EDITOR" on the Companion's Main Menu and press RETURN. This will take you to the Font Editor's MAIN screen where you will both begin and end the process of font editing.

At the left-hand side of the screen is the editing window. Beneath the window are a memory indicator and a character indicator. To the right of the window is a character list. To the right of the list are the commands available to you. From the MAIN screen you can GET FONTs, SAVE FONTs, PRINT FONTs and select characters in a font to edit. You can also CLEAR LIST (clear the highlighting from the character list) or QUIT the Font Editor and return to the Main Menu.

Getting a Font

Press CTRL-G and follow the on-screen prompts to get a font from the original Print Shop, from the Companion disk, or from a data disk. Or, if you prefer, use the reference font already displayed in the editing window.

Reference Font:

The reference font is a simple font designed to be used as a starting point for creating your own original fonts. You must always begin with either the reference font or one of the other available fonts. The reference font comes in three sizes — small, medium, or large. The size displayed in the window when you first reach the Font Editor's MAIN screen is medium. To get a small or large reference font, press CTRL-G and follow the on-screen prompts.

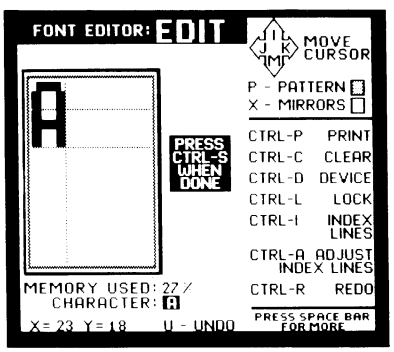
Memory Used:

Notice the "Memory Used" indicator beneath the editing window. This indicator tells you how much memory — expressed as a percentage — the font you have selected is using in the computer's available memory. Large, elaborate fonts take up more "computer space" than small, simple ones. As you work on the characters in a font, making them larger and more elaborate, the amount of memory the font requires will increase. You should be aware that if you have chosen an elaborate font, you may not be able to edit every character in the font. Adding embellishments to more than a few letters in a font such as "RSVP" on the original Print Shop disk, may cause you to run out of memory. (See "Storing a Character" for further discussion of memory.)

Selecting a Character

When you get a font, the character "A" will appear in the editing window. If you want to work on A, press RETURN to reach the Font Editor's EDIT screen. If you want to work on a different character, use the keyboard to select the character you want, then press RETURN to go to the EDIT screen.

Editing a Character



You are now at the Font Editor's EDIT screen. This is where you will work on designing and editing your font, one character at a time. Refer to editor command descriptions in Section 2, "Using The Print Shop Companion" and Section 3, "The Graphic Editor+."

The box at the left-hand side of the screen is the editing window. The character you have just chosen appears in the upper-left corner of the window. Beneath the window are X and Y coordinates. These show the position of the cursor. X refers to the vertical column, Y to the horizontal row. To the right of the window is the first of four editing menus. These menus list all the commands you'll need to design and edit characters in a font. Move from one editing menu to the next by pressing the space bar.

Most of the editing commands are the same as those used in other parts of the Companion. But some appear only in the Font Editor.

CTRL-I Index Lines:

Turns the index lines, which appear in the editing window, on and off. The index lines provide a sizing guide for editing your font. The lower horizontal line shows where the bottom of most characters in the font you've selected should be. The upper horizontal line passes through the middle of the characters. The vertical line indicates the width of a standard character in the font (such as "a" or "g"). The index lines appear only in the editing window. They will not be present when you print out your font. If you prefer to work without them, press CTRL-I to turn them off. Press CTRL-I again to bring them back.

CTRL-A Adjust Index Lines:

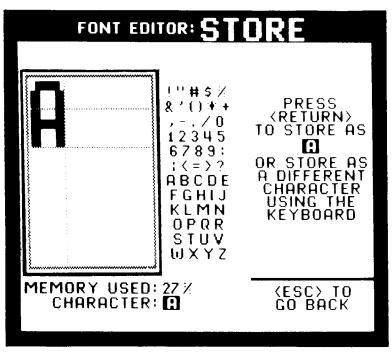
Lets you adjust the index lines. Use this feature to establish your own sizing guide. To adjust the index lines, first press CTRL-A. Then use the left and right arrow keys (or your input device) to move the vertical index line, and the up and down arrow keys to move the horizontal index lines. Moving the horizontal lines is a two-step process. First, move the bottom line and when it is positioned where you want it, press RETURN. The cursor will then go to the top horizontal line. Use the arrow keys to move the top line to the desired position. You can move the vertical line at any time during this procedure. When both lines are positioned as you want, press RETURN.

CTRL-R Redo: Erases all the editing you have done and restores the character in the editing window to its original state. Unlike CTRL-C, which clears the editing window entirely, CTRL-R lets you continue work without having to go through the process of selecting a character all over again.

Tips on Editing Characters: To assure that your edited font looks right when it is printed out, check that the bottom of each letter and punctuation mark touches the bottom index line. Spaces and openings in a character need to be at least two pixels (spaces) high or wide. If less than this, the spaces and openings may not show up when that character is printed.

When you are done working on the character in the editing window, press CTRL-S to continue to the next step, the Font Editor's STORE screen.

Storing a Character



Storing a character is an intermediate step in the process of saving a font. As you edit individual characters in the font, you will store them temporarily in the computer's memory. Later, all these stored characters will be saved to disk when you save the entire font.

When you reach the STORE screen, three options are available to you: You can store the character as the character (store a "C" as a "C," for instance), you can store the character as another character (store a "C" as a "G," for example — useful if you've turned the C into a G during the editing process), or you can return to the EDIT screen to continue working on the character that is in the editing window.

- To store the character as the character indicated, press RETURN.
- To store the character as another character, use the keyboard to select the character you want and press RETURN.
- To return to the EDIT screen, press ESC.

Note: If you try to store a letter that has already been stored, a warning message will appear on-screen, telling you that the "new" character will replace the old one. You will have an opportunity to proceed, storing the new character in place of the old one, or to go back and start over.

You may notice that a character in the editing window may change position when the letter is stored. All characters are moved automatically to the left edge of the editing window, when stored, in order to conserve memory. Differences in the amount of memory the font now uses will change the percentage shown in the "Memory Used" indicator beneath the editing window. If you notice a big jump in the percentage, keep in mind that you may not be able to embellish many more characters of the font.

Not Enough Room: If you attempt to store a character but do not have enough available memory left to accommodate that character, a message telling you that there is NOT ENOUGH ROOM will appear on the screen. This means that there is not enough room to store the character that is currently in the editing window. There is nothing that you can do to save the current character, but you can make more room for subsequent characters you plan to edit (including another version of the current character) by making some of the characters you have not edited blank. To do this, press ESC to go to the EDIT screen. Then press ESC again

to go to the MAIN screen. Use the keyboard to select a character you have not edited (the characters you have edited will be highlighted on the character list). With the character in the editing window, press CTRL-C to clear. Then press CTRL-S and store the blank character. Continue to store blank characters until you have enough memory to continue work on the font. At this point, you can re-do the character you were unable to store, and then store it along with the rest of the characters in the font.

When you have successfully stored a character, you will be returned to the Font Editor's MAIN screen. Note that the character you have stored is highlighted on the character list. You can continue editing characters in the same font by using the keyboard to select another character and proceeding through the editing and storing steps again. You can also print out the font you've been working on to see how it looks on paper.

Printing a Font

Make sure that your printer is turned on and "on line." Then press CTRL-P to print out the entire font you are currently working on. Check to see that the characters look the way you want them to look. If there are any that you don't like, you can go back and re-edit them.

Once you have edited as many characters as you wish and are satisfied with the way the font looks, take the final step in the font editing process and save the entire font to disk.

Saving a Font

To save the font you have been working on, press CTRL-S and follow the on-screen prompts. Every character in the entire font — including all those that you have edited and stored — will be saved on your data disk.

You can now get a new font to work on. Note that getting a new font will erase any font that is currently in the Font Editor. If you press CTRL-G without first saving the font you have been working on, a warning message will appear on the screen. You will then have an opportunity to go back and save the previous font.

Clearing the Character List

You can clear the highlighting from the character list by pressing CTRL-C at the Font Editor's MAIN screen. You may want to do this if you have edited all of the characters in a font and are planning to go back and re-edit some of them at a later time. Clearing the character list will make the process less confusing and does not affect the characters themselves.

Quitting the Font Editor

Press CTRL-Q to QUIT the Font Editor. If you have not yet saved the font you've been working on, you will be reminded to do so now.

THINGS TO TRY

Monograms

Get a font and enhance each initial of your name. Use the modified letters to create a monogram for your Print Shop letterhead or sign.



Company Logos

Design a company logo. Enhance the first initial of your company name or surround it with a symbolic design.



Picture Fonts

Make up a font of "hieroglyphic" images, storing each picture as a different character.

T-Shirts

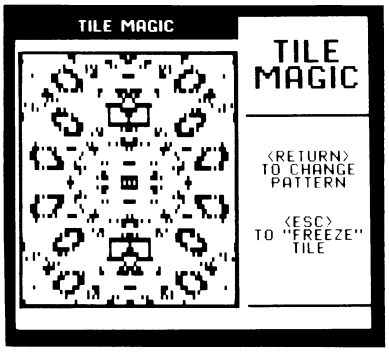
Print your name on a T-shirt, using a heat-transfer ribbon. To do this:

- First create a "backwards" font. Select the first letter of your name. Press H to flip it backward. Repeat this process for each letter in your name. Save the font to a data disk.
- Now, go to The Print Shop and use the font to make a sign with your name on it. Start with the last letter of your name. If your name is SUSAN, type NASUS. Add a graphic if you wish. Print the sign and hold it up to a mirror to be sure it looks right.
- Then, following the ribbon manufacturer's instructions, make a transfer pattern using the sign you've designed. Transfer it to your T-shirt. (It's a good idea to practice on a piece of old cloth first.) Be sure to follow the ribbon manufacturer's instructions carefully.

!KCUL DOOG



6. TILE MAGIC



Tile Magic gives you a dazzling array of 11 moving patterns like the kaleidoscopes in The Print Shop's Screen Magic mode. But these tiles can be used as Print Shop graphics. You can watch the patterns change until you see a design you like. Then freeze the design and save it directly to disk or take it to the Graphic Editor+ to add your own special touches.

USING TILE MAGIC

To start, highlight "TILE MAGIC" on the Main Menu, then press RETURN.

Tile Magic will appear with the first pattern already moving on the screen. To change to another pattern, press RETURN. To freeze a pattern into a tile, press ESC.

After you freeze a pattern, you will see the tile on the screen. You can then save the tile to a data disk, go to the Graphic Editor+ and edit the tile in any way you want, or return to the Main Menu. Just highlight your choice and press RETURN. If you are not ready to leave Tile Magic, press ESC to go back. The moving patterns will re-appear and you can start all over again.

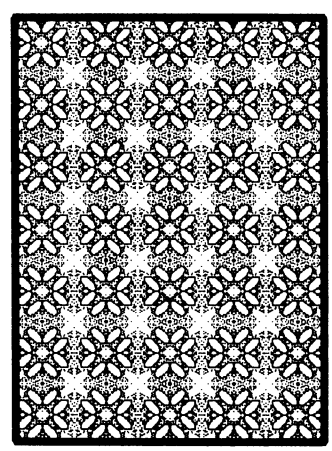
THINGS TO TRY

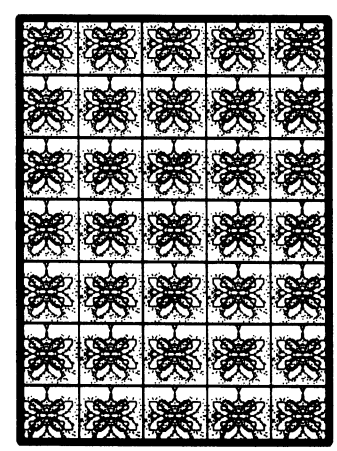
Tile Graphics

Freeze a tile, then save it to your data disk. Use it as a Print Shop graphic. Like other graphics, you can print tiles in small, medium and large sizes. You can use tiled, staggered, or custom layouts. Use the TILE option, CTRL-T, in the Graphic Editor+ to see what the tile pattern looks like in a tiled layout.

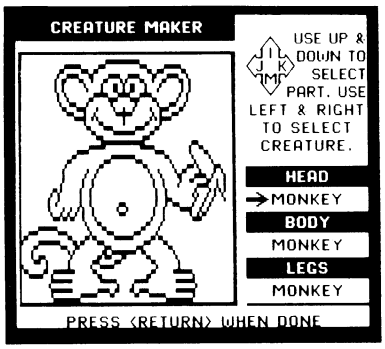
Tile Editing

Freeze a tile, then go to the Graphic Editor+. The tile will appear in the editing window. Press N to reverse the colors. Erase part of the tile and draw a design or text. Flood sections of the tile with different patterns. When you have a design that you like, save it to your data disk. Use it as Print Shop graphic.





7. CREATURE MAKER



Creature Maker allows you to create original graphics by mixing and matching body parts from a whole zoo of crazy creatures. You can build an outlaw-rabbit, a hobo-mouse, or an elephant-clown. There are 1000 possible combinations. Save your creature directly to a data disk or take it to the Graphic Editor+ to add your own personal touches before saving.

USING CREATURE MAKER

Begin by highlighting "CREATURE MAKER" on the Companion's Main Menu, then press RETURN.

The Creature Maker will appear with a monkey in the editing window. To the right of the monkey, is a flashing arrow pointing at the word monkey. By pressing the right arrow (or the K key) on your computer keyboard you can make the monkey's head change to that of another creature. You can change the creature's body and legs, too.

Here's how to use the Creature Maker:

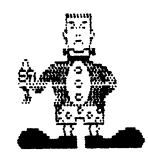
- Select the part you want to change by pressing the up and down arrows (or the I and M keys) on the keyboard.
- Change the part by pressing the left and right arrows (or the J and K keys).
- When you're through mixing and matching, press RETURN.

After you have created a creature, you can: Save the creature to a data disk to use as a Print Shop graphic, go to the Graphic Editor+ to add you own original touches to the creature, or go back to the Main Menu.

- Highlight your choice, then press RETURN.

If you are not ready to leave Creature Maker, press ESC to go back. Your creature will re-appear in the Creature Maker's editing window.





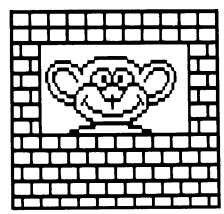
THINGS TO TRY

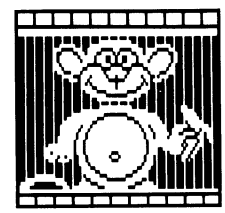
Creature Walking

Make a creature. Press RETURN, then select GO TO GRAPHIC EDITOR+. Hold down the S key or the A key to see the creature walk across the screen.

Creature Editing

Take the creature to the Graphic Editor+. Use Flood Fill with a bar pattern to put it behind bars in a zoo. Erase its legs and build a brick wall across the lower half of the screen. Erase everything but the creature's head,then use the Box command to draw a picture frame around it. To see how your creature looks in print, press CTRL-P.



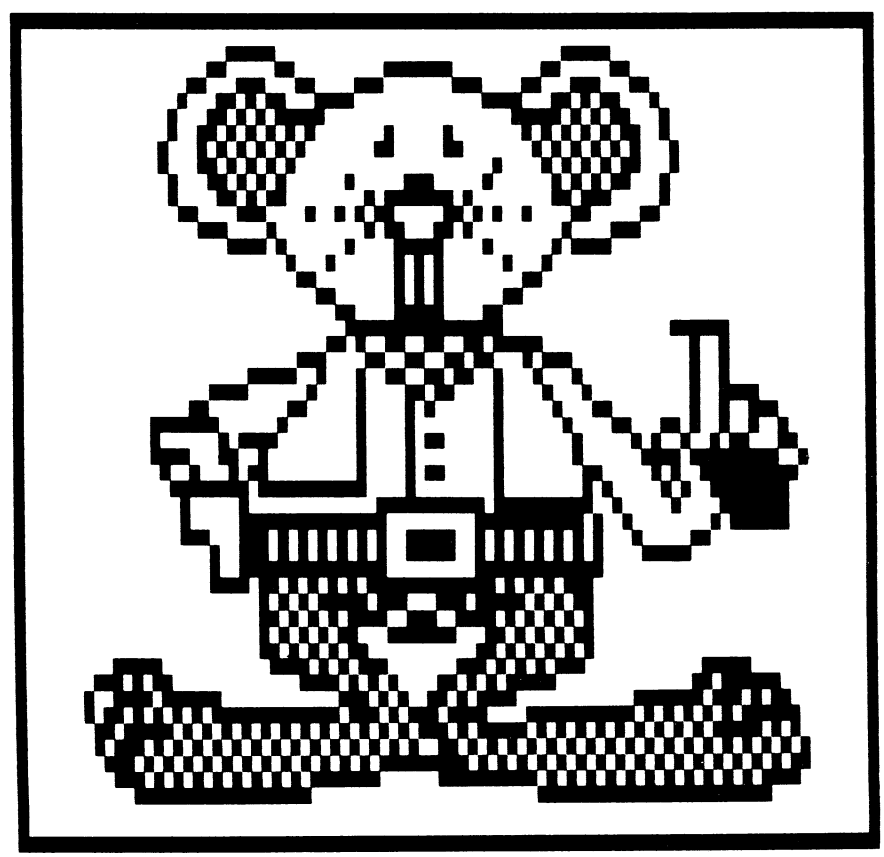


Critter Graphics

Save the creatures you create to use as Print Shop graphics. They make terrific decorations for greeting cards, letterhead, calendars, banners, and signs. You can print them in small, medium and large sizes, just like any other graphic.

Coloring Books

Print out creature graphics extra large using The Print Shop's Banner mode. Kids will have fun coloring them in.



8. CALENDAR



The Companion's easy-to-use calendar maker lets you create weekly or monthly calendars for any year from 1753 to 9999. You can decorate your calendars with your favorite Print Shop graphics and write in your own holidays, special occasions and memoranda. The calendars you design can be printed out immediately or saved to a data disk for future use.

DESIGNING YOUR CALENDAR

Begin by highlighting "Calendar" on the Companion's Main Menu. Then press RETURN. The first calendar screen will ask you to choose from three possible options — MONTHLY, WEEKLY, or FROM OTHER DISK.

To create a new calendar, highlight either WEEKLY or MONTHLY, then press RETURN.

Calendar Top

At the next screen, you can choose a graphic to appear at the top of your calendar. Follow the prompts to make your selection.

Once you have chosen a graphic, you will be asked to select a graphic position. Move the highlighter down the list of choices. A window beneath the list will show the size of the graphic and how it will be positioned. When you see what you want, press RETURN.

Next, you will be asked what year the calendar is for. You can specify any year from 1753 to 9999. Type in the year, then press RETURN.

Now, choose a month by moving the highlighter down the list of months until you reach the month of your choice. Press RETURN.

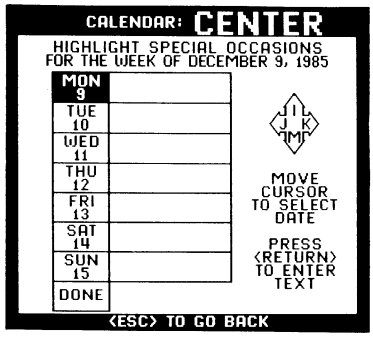
At the next screen, choose a font to be used for the lettering on your calendar. You can get a font from The Print Shop, from the Companion disk, or from a Print Shop data disk. Move the highlighter to make your selection and then follow the prompts to choose a font. If you do not want lettering on your calendar, select NO FONT. After you have made your choice, press RETURN.

Finally, you will be given an opportunity to type in whatever text you want at the top of your calendar. The month and year you have chosen will appear automatically on the text screen, with the month on line 1 and the year on line 2. Press RETURN if this is the only text you want printed on your calendar. If you want to type in your own text, press CTRL-E to erase the current text. Then type in the text you want. Note that the text will always be centered. On the first line it will be printed double size; on the second line, standard size. You can choose normal print, outline print, or 3-D. For instructions on how to enter text and choose print style, press CTRL-I.

Calendar Center

You are now ready to design the center of your calendar. The screen will show a calendar correctly arranged for the month and year you have chosen.

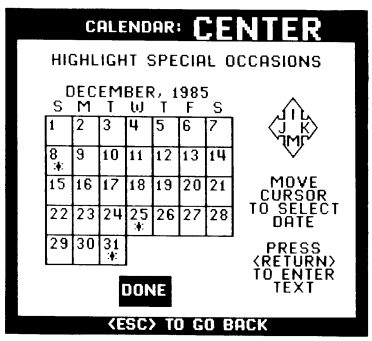
Weekly Calendar:



If you are designing a weekly calendar, move the cursor to highlight the first day of the week your calendar is to cover. Note that you can start your week on any day – Tuesday, Thursday, Friday, etc. – that you choose. When the highlighter is positioned properly, press RETURN.

You will now have an opportunity to type in events and reminders to be printed on your calendar. Highlight the day to which you want to add a note. Then follow the prompts to type in the text you want. Each note can be up to 4 lines long with each line having 30 characters. When you are finished, press RETURN. You can add notes to as many days as you wish.

Monthly Calendar:



If you are designing a monthly calendar, move the cursor to highlight the first day to which you want to add a special note or reminder. Press RETURN.

Type in the text of your note or reminder. The text can be up to 8 lines long with 14 characters per line. Note that you can change the size of the text and position it to appear where you want it in the box. Press CTRL-I to see a list of editing instructions. When you are finished, press RETURN.

Add notes to as many days as you wish. When you are finished, move the highlighter to DONE and press RETURN.

Calendar Bottom

Once you have designed your calendar, you will have an opportunity to give yourself credit. The credit line will be printed at the bottom of the calendar exactly as you type it ("DESIGNED BY DOUG," "FROM THE DESK OF SCOTT TOWNLEY," etc.).

PRINTING YOUR CALENDAR

The Calendar Print Menu lets you print out your calendar exactly as you designed it. The Print Menu options also allow you to set the number of copies you want to print, to test the position of the paper in your printer, and to save your calendar design to a data disk.

If you want, you can go back and start a new calendar from scratch. (Note, that if you do this you will lose the calendar you just designed.) You can also return to the Companion's Main Menu.

Make your selection by moving the highlighter to the option of your choice and then pressing RETURN.

SAVING AND REVISING YOUR CALENDAR

After you design a calendar, you can save it to disk and then retrieve it to revise for the next week, month or year.

To revise a calendar you've saved, select FROM OTHER DISK from the first calendar screen. You will be asked to insert your data disk and enter the name you have given the calendar. Follow the prompts to complete the procedure.

You will now be asked the same questions that you were asked when you designed the calendar. To change an item, simply enter the new information in place of the old. To leave an item as is, press RETURN.

THINGS TO TRY

Organizers

Design a weekly calendar for your home, school or office. Type in a schedule showing meetings, appointments and special dates. Print the calendar and give a copy to everyone in your family or at your place of work.

Master Calendar

Make a master calendar for each month of the year with important dates noted. Save the calendars to a data disk. Next year, simply retrieve them, change the year, and you'll be set for another 12 months.

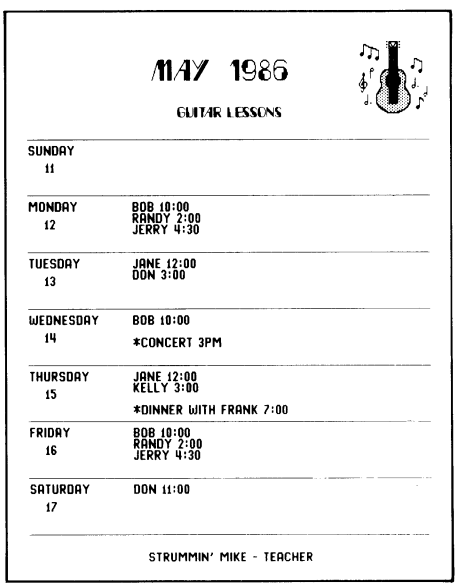
Birthday Reminders

Make a calendar for every month of the current year, showing the birthdays (and anniversaries) of your friends and family members. Keep your eye on the calendar and send a Print Shop card when one of these special days rolls round.

Finding Dates

Surprise your friends by using the Companion's Calendar feature to tell what day of the week they were born. "Predict" the future by finding the day of any date from now to 9999!

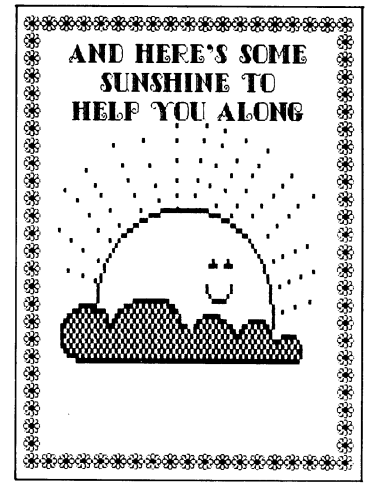


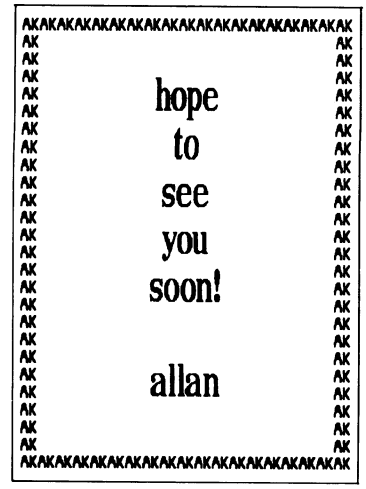


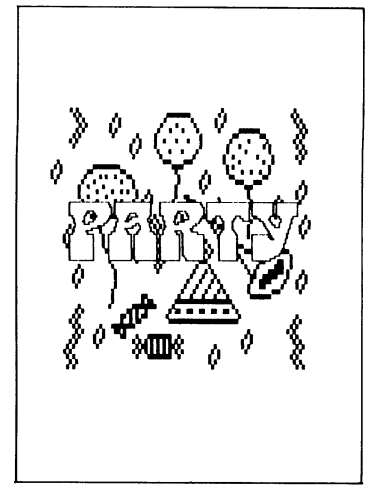
9. ADDITIONAL EXAMPLES

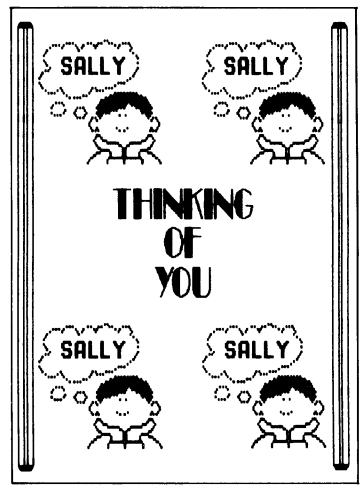
GREETING CARDS:





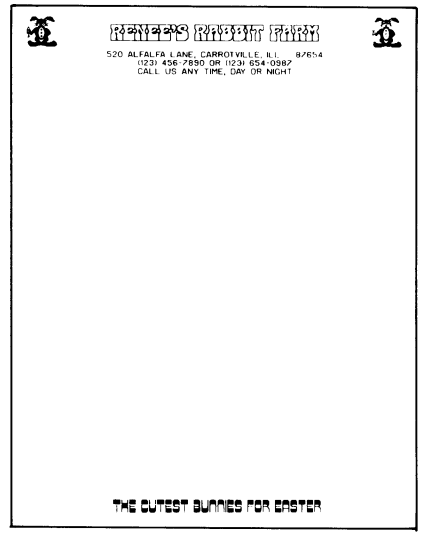


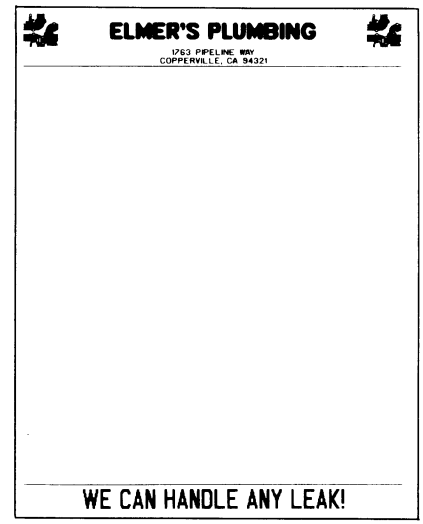


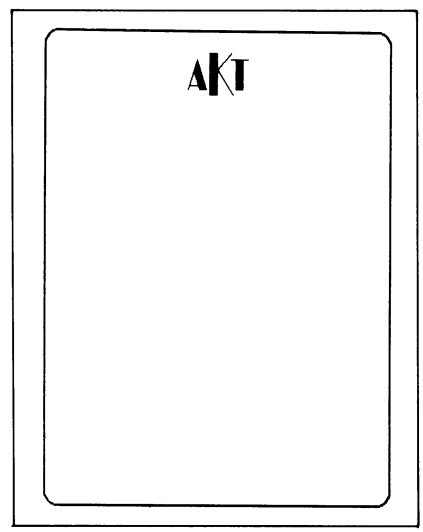




LETTERHEAD:

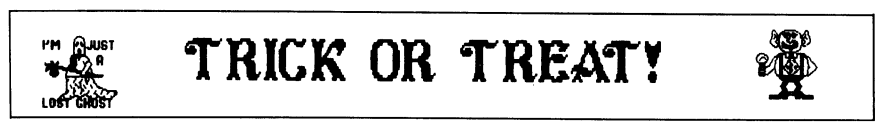


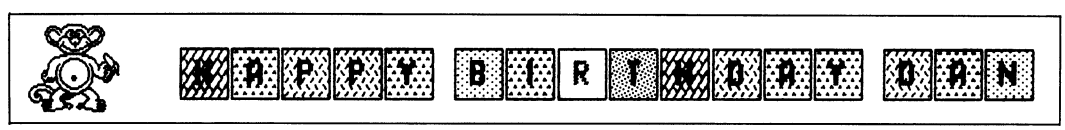




* *Created using the Sign mode.*

BANNERS:



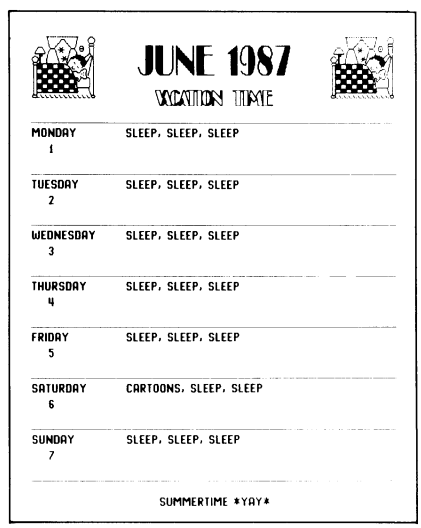


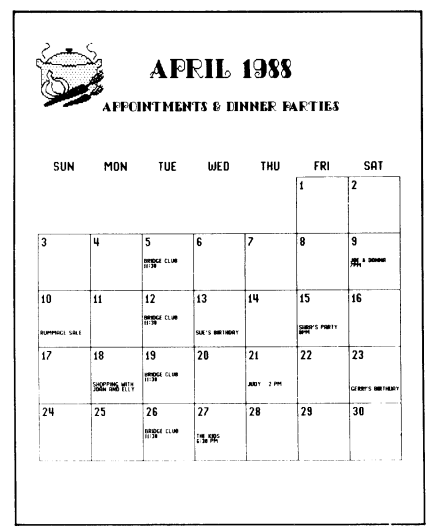
SIGNS:





CALENDARS:





WARRANTY INFORMATION

DISK REPLACEMENT POLICY

If this disk should fail within 90 days of purchase, please return with proof of purchase for prompt FREE replacement. If the disk has been physically damaged, or after 90 days from date of purchase, please include $5 for replacement, plus $2.50 for postage and handling.

Limited Warranty

This manual and the software described in this manual are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the software is assumed by the user. The user, and not the manufacturer, distributor or retailer assumes the entire cost of all necessary servicing, repair, or correction and any incidental or consequential damages.

However, to the original purchaser only, Brøderbund warrants that the medium on which the program is recorded shall be free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect in the product should occur, the product may be returned to Brøderbund or to an authorized Brøderbund dealer along with proof of purchase, and Brøderbund will replace or repair the product at Brøderbund's option without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement or repair of the product as provided above.

If failure of the product, in the judgment of Brøderbund, resulted from accident, abuse or misapplication of the product, then Brøderbund shall have no responsibility to replace or repair the product under the above terms.

Nonetheless, such products (and products that become defective after the ninety day replacement period) may be returned to Brøderbund along with $5, plus $2.50 for postage and handling, and Brøderbund will provide you with a replacement, as long as the product is still being manufactured by Brøderbund.

The above warranties for goods are in lieu of all other express warranties and no implied warranties of merchantability and fitness for a particular purpose or any other warranty obligation on the part of Brøderbund shall last longer than ninety (90) days. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. In no event shall Brøderbund or anyone else who has been involved in the creation and production of this software be liable for indirect, special, or consequential damages, such as, but not limited to, loss of anticipated profits or benefits resulting from the use of this software, or arising out of any breach of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

© **1986 Brøderbund Software, Inc.** 17 Paul Drive / San Rafael, CA 94903

The user of this product shall be entitled to use the product for his or her own use, but shall not be entitled to sell or transfer reproductions of the software or manual to other parties in any way, nor to rent or lease the product to others without the prior written permission of Brøderbund.

For technical support on this or any other Brøderbund or Synapse product, call (415) 479-1170.

BACKUP DISK INFORMATION

This program is copy protected. If you would like a backup disk, you may order it using the coupon below. You may do this at any time, as long as the product is still being manufactured by Brøderbund. (Limit: one per customer.)

Please mail the original coupon, not a copy, along with a check or money order for $10.00 (in U.S. funds) to:

Software-Direct
Division of Brøderbund Software, Inc.
17 Paul Drive
San Rafael, CA 94903-2101

Please make your check or money order payable to Brøderbund Software.

- -

Backup Disk Coupon

Please Print

Name: ____

Address: ____

____

City, State, ZIP: _____________________________________

Product Name: The Print Shop Companion - Atari

(Clip out this coupon on the dotted lines and send along with your payment. Please allow four to six weeks for delivery.)

- -

NOTES

NOTES

NOTES

NOTES



For more information about Brøderbund and our products, write to us at: 17 Paul Drive, San Rafael, California 94903-2101.
© 1986 Brøderbund Software, Inc.